MASTER BOOMER II
USER MANUAL

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FCC WARNING

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This device complies with Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference and, (2) this device must accept any interference received, including interference that may cause undesired operation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

* Reorient or relocate the receiving antenna.
* Increase the separation between the equipment and receiver.
* Connect the equipment into an outlet on a circuit different
  from that to which the receiver is connected.
* Consult the dealer or an experienced radio/TV technician for help.

In order for an installation of this product to maintain compliance with the limits for a Class B device, shielded cables must be used for the connection of any devices external to this product.

1. INTRODUCTION

2. INSTALLATION

3. HARDWARE REFERENCE

Hardware Requirements:

- IBM PC/AT or 286 and higher compatible PC
- One available 8- or 16-bit expansion slot
- EGA or VGA (VGA recommended) display adapter
- At least 5 MB free space form your Harddisk driver
- Minimum 512KB RAM memory

Software Requirements:

- MS-DOS 3.1 or greater
  (Microsoft Windows 3.1 recommended)

Congratulation on your purchase of **MASTER BOOMER II**, the ultimate sound card to turn your PC into a perfect sound / music workstation.
MASTER BOOMER II provides a total solution for your PC sound needs. Orchestra like music, special effects, real human voices as well as any kind of sound beyond your wildest imaginations can now all be reproduced on your PC.

FEATURES........

* **11-Voice Music Synthesizer:**

     6 Melodic plus 5 Percussion Sounds or 9 Melodic Sounds.

* **Digitized Voice Output Channel:**

     DMA Transfer or Direct Mode, 4 KHz to 44.1KHz Sampling Rate, Hardware Decompression Ratio of 1:2, 1:3 and 1:4.

* **Digitized Voice Input Channel:**

     DMA Transfer or Direct Mode, 4 KHz to 15 KHz Sampling Rate.

* **Microphone and Line-In jacks**: Mini Stereo Connectors.

* **CD-Audio Input Connector:**

     Amplifies CD-Audio Output from CD-ROM.

* **Full Duplexes MIDI interface**: (Require Optional MIDI Adapting Cable)

     64-Byte Buffer, MIDI Time Stamp for Multimedia Application.

* **Joystick Port**: Standard Game Port for PC Joystick.

* **Power Amplifier and Volume Control:**

     Volume Control Knob, Drive any Speakers, Headphones or Home Stereo.

* **Optional cable for mainboard speaker line-in.**

2.1 CONFIGURING the MASTER BOOMER II

WARNING: Improper use of MASTER BOOMER II may cause permanent damage to MASTER BOOMER II and/or your PC and/or external equipments.

Table 2.1 jumpers functions

Jumper	Function	OPEN	CLOSE
JP1	Loudness enhanced	disable *	enable
JP2	Select DMA1	disable	enable *
JP3	Joystick port	disable	enable *
JP4	Select I/O address	22xH *	24xH
IRQ2	Set interrupt channel	disable *	enable
IRQ5	Set interrupt channel	disable *	enable
IRQ3	Set interrupt channel	disable *	enable
IRQ7	Set interrupt channel	disable	enable *

Remark: 1. The I/O address is either 22x or 24x ,can't enable both at the same time. The IRQ interrupt also only one IRQ you can select.
2. * for default setting.

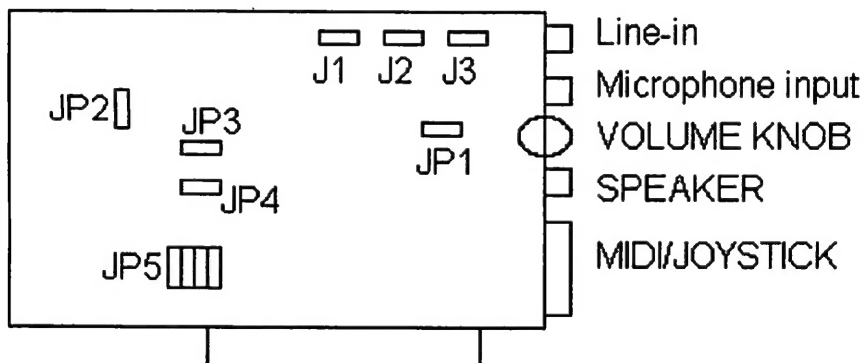**Figure 2.1 MASTER BOOMER II I/O Connection and Jumpers.**

Table 2.2 connector functions

Connector	Function
J1	connect with the mainboard speaker-out
J2	connect with the CD-ROM audio cable
J3	output to the speaker on the computer case
Line-in	connect with the audio output from stereo
Micro-in	connect with microphone
Volume knob	volume control
Speaker-out	output to speaker or audio-in of stereo
MIDI/Joystick	connect with joystick or MIDI cable

Remark :
> 1. It's optional for the cable of J1 and J3.
> 2. The CD-ROM audio cable is company with the CD-ROM driver.
> 3. The MIDI cable is optional.

2.2 INSTALLING THE MASTER BOOMER II INTO YOUR COMPUTER

1. Turn off the power of your computer and remove its cover.

2. Locate an empty I/O slot and remove its cover plate.

3. Plug MASTER BOOMER II firmly into the slot.

4. Connect speakers, headphone, microphone, home stereo, joystick to MASTER BOOMER II as indicated in Figure 2.1.

5. Adjust the volume control knob of MASTER BOOMER II to mid range.

6. Replace the cover of your computer.

7. Power on your computer and consult to software part to install and test.

3.1 I/0 ADDRESS

The I/O ports used by MASTER BOOMER II is either 22xH or 24xH. Factory default is 22xH. The analog joystick port uses the standard joystick I/O address 200H to 207H. Synthesized music may also be accessed through I/O address 388H and 389H. (AdLib compatible)

3.2 JOYSTICK PORT / MIDI CONNECTOR

The joystick port on MASTER BOOMER II is fully compatible to the standard PC Game Control Adapter (or Game I/O Port). It uses an analog joystick with a 15-pin D-SUB connector as shown on Table 3.1. It supports any software that supports the standard PC joystick.

This 15-pin D-SUB connector also serves as the MIDI interface. With this 15-pin D-SUB connector, both joystick and MIDI device can share one expansion slot, leaving more room on your PC for other peripheral cards.

Table 3.1 Joystick port pinout

PIN #	Function	PIN #	Function
1	Joystick A x-axis	9	Joystick B x-axis
2	Joystick A button	10	Joystick B button
3	Joystick A button	11	Joystick B button
4	Joystick A button	12	MIDI TXD
5	Joystick B button	13	Joystick B y-axis
6	Joystick A y-axis	14	Joystick B button
7	Joystick A button	15	MIDI RXD
8	non		

Table 3.2 J2:CD-ROM line-in connector

PIN #	SIGNAL
1	GROUND
2	CD LEFT CHANNEL
3	GROUND
4	CD RIGHT CHANNEL

1.0 SOFTWARE INSTALLATION

2.0 UTILITIES SOFTWARE

Hardware Requirements:

- IBM PC/AT or 286 and higher compatible PC
- One available 8- or 16-bit expansion slot
- EGA or VGA (VGA recommended) display adapter
- At least 5 MB free space form your Harddisk driver
- Minimum 512KB RAM memory

Software Requirements:

- MS-DOS 3.1 or greater
  (Microsoft Windows 3.1 recommended)

Please **backup** your program diskettes now, and used the copies diskettes for further installation. Store your original diskettes in a safe place first.

1.1 Introduction

MASTER BOOMER II provides utility software as following :

INSTALL.BAT................MASTER BOOMER II software installation program
MBTEST.EXE.................MASTER BOOMER II test program
MBUTIL.EXE.................Integrated voice utility program
MBPLAY.EXE...............Voice play back at DOS command program
MBREC.EXE.................Voice record at DOS command program
MBCSR.EXE.................Change voice file's sampling rate program
MBDEMO.BAT..............Multimedia demo program

1.2 Utilities Software Installation

INSTALL.BAT is the program that helps you easily install MASTER BOOMER II supported programs from diskettes to your hard disk if you are installing MASTER BOOMER II software at the first time. It also helps you to check jumper settings on MASTER BOOMER II after software installation or you change MASTER BOOMER II I/O address, IRQ channel and DMA channel settings.

Insert the MASTER BOOMER II Program Diskette into drive A:.
  Change to drive A at DOS prompt, type

                    A:\ > *INSTALL Enter*

It will make directory (MB)on your Harddisk C: driver, and decompressed the utilities programs go into C:\MB>.

When it finished decompress, stared MBTEST.EXE for you to check MASTER BOOMER II I/O address, IRQ channel and DMA channel settings.

1.3 Configuration of MS Windows 3.1

In MS Windows 3.1, you can access multimedia features with MASTER
BOOMER II. Media Player, Sound Recorder and MIDI Mapper are applications
in Windows 3.1 that you use to access multimedia features of MASTER
BOOMER II. You may also choose and enable sounds to accompany system
events categorized as Alarm, Half Hourly Chime, Hourly Chime, Quarter
Hourly Chime, System Default, System Exclamation, System Exit, System
Hand, System Question and Group.
Prerecorded sounds in WAVE(files with .WAV extension) format are provided
in Windows 3.1. Before you can run these applications you must have proper
hardware installed in your system and properly configure your Windows 3.1
drivers.

You are assumed to be familiar with Windows terminology in the follow
paragraph. If you are not, refer to **User's Guide Microsoft Windows version
3.1** issued by Microsoft Corp.

To configure Windows 3.1 drivers for MASTER BOOMER II, follow these
steps to install device drivers:

1. Start Windows 3.1 and bring up Program Manager window
2. Double click Main Group
3. Double click Control Panel
4. Double click Drivers. Installed Drivers dialog box appears.
5. Check to see the following drivers are installed.

> Ad Li b+
> Creative Sound Blaster 1.5
> MIDI Mapper
> Timer
> [MCI] CD Audio
> [MCI] MIDI Sequencer
> [MCI] Sound

If any of these drivers is not installed, click Add... button to add drivers or
highlight the unnecessary driver then click Remove button to remove
unwanted ones. You may be prompted to change diskettes during this process,
follow dialog box instructions to proceed.

6. Click OK button to update installed drivers.
7. Restart Windows.

Media Player normally resides in Accessories group. You can access WaveAudio..., Sequencer..., CD Audio and MM Movie... through Media Control Interface [MCI].

Music Box normally resides in Accessories Group. You can control CD-ROM (if installed in your system) mostly alike the way you use CD player in home stereo.

Sound Recorder allows you to use digital sampling channel (ADC) of MASTER BOOMER II to record sounds through microphone connected to MASTER BOOMER II and save samplings in WAVE format. You may use these files any way you do with WAVE files.

1.4 Configuration of third Party Software
MASTER BOOMER II is supported largest third party software covering music, education, business and entertainment applications. Third party software packages normally contain sound and/or music drivers. Consult their respective installation manual for instructions to install drivers or select active drivers. The sound or music drivers usually fall in the follow categories:

> MASTER BOOMER II
> Sound Blaster 2.0
> AdLib Music

1.5 Connect the CD-ROM
To be able to use Music Box or CD Audio in Media Player to control your CD-ROM, you must have CD-ROM properly install in your system. In general, you will need an AT-BUS or SCSI type CD-ROM driver and appropriate interface card, an audio cable to connect audio channel between MASTER BOOMER II and CD-ROM driver, as well as cabling between CD-ROM driver and interface card.

For software requirements, you need CD-ROM device driver for your interface card and it must support the CD-ROM drive you use. You need MSCDEX.EXE by Microsoft Corp. Two Device driver and MSCDEX.EXE are supplied with CD-ROM interface card.

2. 1 MBTEST
MBTEST.EXE checks MASTER BOOMER II I/O address, IRQ channel, DMA channel , and tests MASTER BOOMER II hardware functionality including synthesized music, voice playback and voice recording.

NOTE: In the following paragraphs, MASTER BOOMER II programs are assumed to be installed in default Drive:\Path directory, which is C:\MB. At DOS prompt, type

C:\MB>MBTEST Enter

MBTEST scans I/O address, IRQ channel and DMA channel jumper settings on MASTER BOOMER II. The scanned settings are shown on the screen against those defined. If they do not match, warning or error messages are shown. In case of warning messages, such as mismatched jumper setting against defined, follow on screen messages to diagnostic. In case of error messages, turn off your computer power immediately and call your MASTER BOOMER II dealer, agent, distributor for help.

Fig 1 shows MBTEST environment.
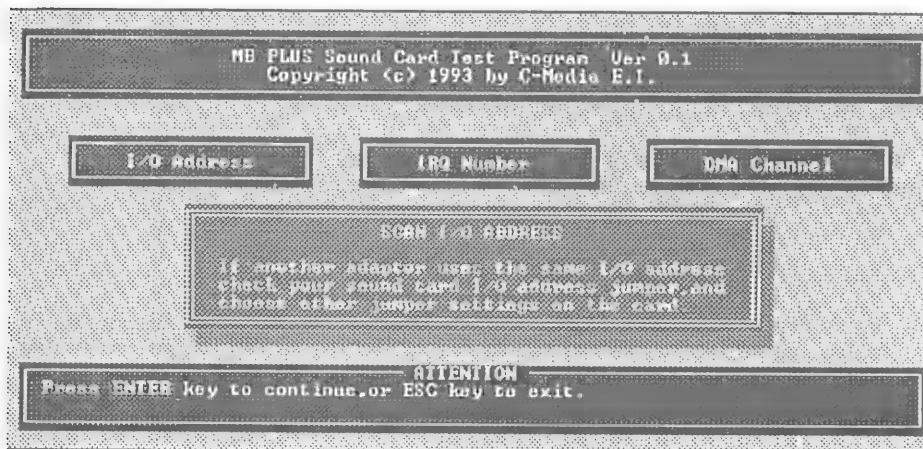
After jumper settings are tested, you may proceed to choose to test synthe-
sized music, output voice and test recording functions. Speakers connected to
MASTER BOOMER II are necessary for all the tests. Microphone is necessary
for test recording.

Synthesized music test generates music output with MASTER BOOMER II on
board synthesizer. Output voice test generates voice with MASTER BOOMER
II digitized output channel. For test recording, you need to speak to the
microphone. Your speech will be reproduced on the digitized output channel.

If you can't hear sound during any of the above tests, check connections
between MASTER BOOMER II and speakers, microphone then run the test
again.

If your MASTER BOOMER II passes these tests, it is OK for your applications.

According the MBTEST shows the I/O address, IRQ and DMA informations,
please add the follow setting to your AUTOEXEC.BAT file.

SET BLASTER=A220 I7 D1

Note: A#........ # is the I/O address
　　　 I#......... # is the IRQ number
　　　 D#........ # is the DAM channel

This setting in AUTOEXEC.BAT will helpful some third party software
recognized the Master Boomer II.

2.2 MBUTIL
MBUTIL.EXE is an integrated voice utility program to help you create and
replay voice files. You can access all the integrated functions with keyboard,
or optionally with mouse. At DOS prompt, type
C:\MB > MBUTIL Enter

Integrated environment of MBUTIL appears on screen as shown in Fig 2.

Fig 2. MBUTIL Integrated Environment
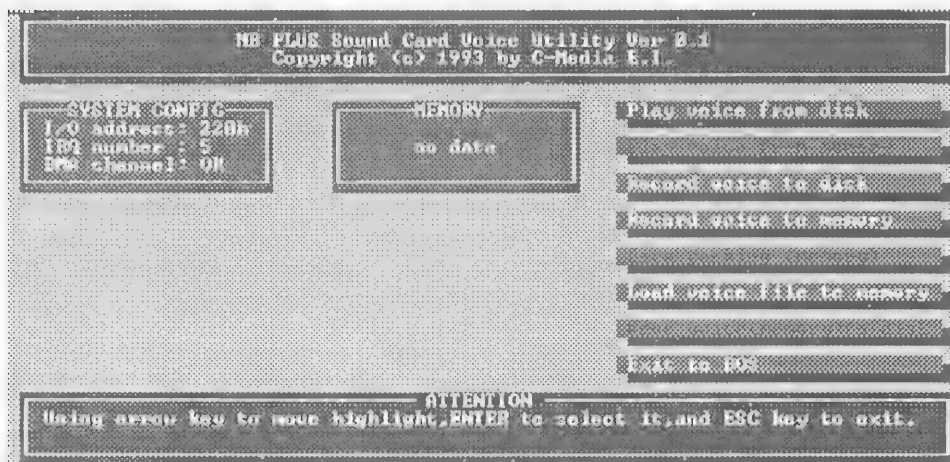
Play voice from disk: Play disk file (.VOC) contents. Fig3.
Use arrow key to highlight and Press Enter to activate. You will see the same
pop up menu as in LOAD command in FILE menu. You will select a file the
same way you do as in LOAD command. You will hear the sound that is stored
in the selected file in digitized form.

Play voice from memory: Play Working Memory contents.
Use arrow key to highlight and Press Enter to activate. This command is not
executable if Working Memory is not filled. You can hear the sound that is
stored in Working Memory in digitized form. Press Esc to stop playing.

Fig 3. Play voice from disk.
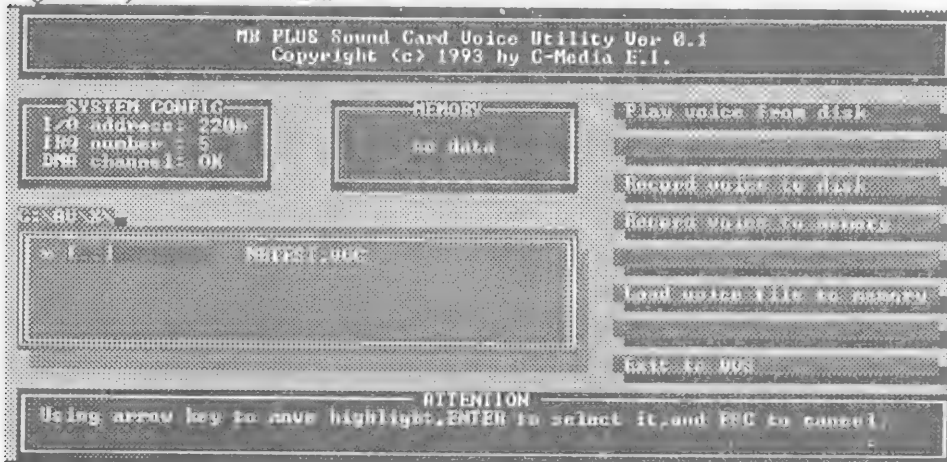
Record voice to disk: Sample voice from microphone to disk file. Fig 4.
Use arrow key to highlight and Press Enter to activate. You will be asked to
specify file name with .VOC extension to record. Specify full path name if
you want to save to a file in directory is different to current directory.

Fig 4. Record voice to disk.
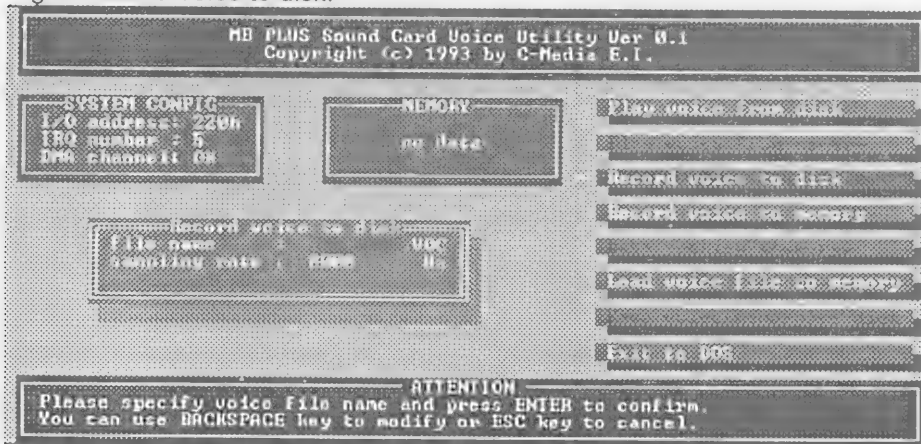
*Record voice to memory:*Sample voice from microphone to working memory
Use arrow key to highlight and Press Enter to activate. Time duration of the
recording depends on sampling rate that you use.   The higher the sampling
rate, the shorter the duration. A pop up menu will tell you the duration in
seconds that you have at current sampling rate. Press Esc to quit recording or
any other key to begin recording. Press Esc to stop recording when you are
done recording.
Note that Working Memory contents will be lost if you record TO MEMORY, so
SAVE the last file before you record TO MEMORY.

Data packing (memory): compress working memory data.
Use arrow key to highlight and Press Enter to activate. The pop menu let you
select 4 bit, 2.6 bit, 2 bit or silence method. This function only activate to
working memory, so after compressed you have to *Save voice to disk* .

Load voice file to memory: Loads voice file (.VOC type) into memory.
Use arrow key to highlight and Press Enter to activate. A pop up menu
appears : At the top, Drive:\Path is shown indicating the current directory for
loading files. In the menu, files with .VOC type in the current directory is listed.
Sub directory under default directory are listed too. Directories are enclosed in
[ ]. [..] is the parent directory. Select it to move up one level from current
directory. If the current directory is a root directory, all logical drives are listed .
Drives are enclosed in < >. Use arrow keys to highlight on the file you want to
load or drive or directory you want to move to. Press Enter to load it or move.
The file name will appear on Working File window after successful loading.

Save voice (memory) to disk: Saves memory contents to .VOC type file.
Use arrow key to highlight and Press Enter to activate. You will be prompted to
enter file name to save. Key in the file name with .VOC extension. VOC is the
standard file type used by MBUTIL. The file will be saved in the directory
where you start MBUTIL. If you want to save in other directory, specify the full
path name.

Exit to DOS   Quit MBUTIL and return to DOS environment. Use arrow key
to highlight or position mouse cursor on EXIT. Press Enter to activate. You
will be asked to confirm that you want to exit. Type " Y " to exit.

2.31 MBPLAY.EXE

MBPLAY.EXE let you play voice file at DOS prompt. Voice is played in a background process. You may specify optionally a foreground process running at the same time voice is playing. To run MBPLAY, at DOS prompt, type in

C:\MB>MBplay [-Bxx] [-H] [-E"execute-command"] filename *Enter*

example: MBPLAY -b16 -h -e "DIR" DEMO.VOC
Note: Items in [ ] are optional. Default values are assigned if they are not specified.

-xx is buffer size in aggregate of 2K bytes. It must fall between 1 and 31. Default value is 16, i.e., 32 K bytes. The bigger buffer, the fewer accesses to disk are necessary during playing.

-H sets quiet mode. When specified, no message is displayed during playing. Default is not quiet mode.

-E"**execute-command**" is the DOS command to be executed in foreground process. Default is no foreground process.

-**filename** is the name of the file to play. It must be a voice file in .VOC format. To stop playing before it ends, press *Esc* key.

2.32 MBREC.EXE
MBREC.EXE let you record voice into file at DOS prompt. Voice is recorded in a background process. You may specify optionally a foreground process running at the same time voice is being recorded. To run MBREC, at DOS prompt, type in

C:\MB>MBrec [-Bxx] [-Syy] [-H] [-E"execute-command"] filename *Enter*

example: MBREC -b16 -s8000 -h -e"DIR" DEMO.VOC

Note: Items in [ ] are optional. Default values are assigned if they are not specified.

-xx is buffer size in aggregate of 2K bytes. It must fall between 1 and 31. Default value is 16, i.e., 32 K bytes. The bigger buffer, the fewer accesses to disk are necessary during playing.

-yy is the desired sampling rate for recording. It must fall between 4,000 and 15,160 Hz. Default is 8,000Hz.

-H sets quiet mode. When specified, no message is displayed during playing. Default is not quiet mode.

-E"execute-command" is the DOS command to be executed in foreground process. Default is no foreground process.

-filename is the name of the file to record. It must be a voice file in .VOC extension. To stop recording, press *Esc* key.

2.33 MBCSR.EXE
MBCSR.EXE let you change sampling rate of voice file at DOS prompt.
To run MBCSR, at DOS prompt, type in

C:\MB>MBCSR [-Rxx] source-filename destination-filename *Enter*

example: MBCSR -r50 DEMO.VOC DEMO1.VOC

-xx is the percentage of new sampling rate to original sampling rate. New-sampling-rate = Old sampling- rate * nn%. It must fall between 10 and 500.

-source-filename is the name of the source file to change sampling rate from. It must be a file in .VOC format.

-destination-filename is the name of the destination file after changing sampling rate. It must be a file with .VOC extension. It must be different from source-filename.

2.4 MBDEMO.BAT
MBDEMO.BAT is MASTER BOOMER II demonstration program. It utilizes multimedia technique to produce a three dimension animated picture with sound demonstration. It calls CMMM.COM. To run MBDEMO, at DOS prompt,type in

C:\MB> MBdemo *Enter*

Note: CMMM.COM is run time program by Big Shareware.

Master Boomer II
Sound Wonder
User Guide
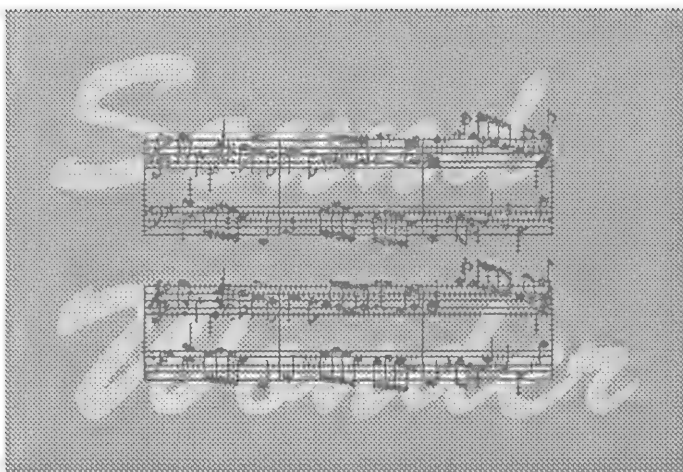
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Section 3. Troubleshooting :
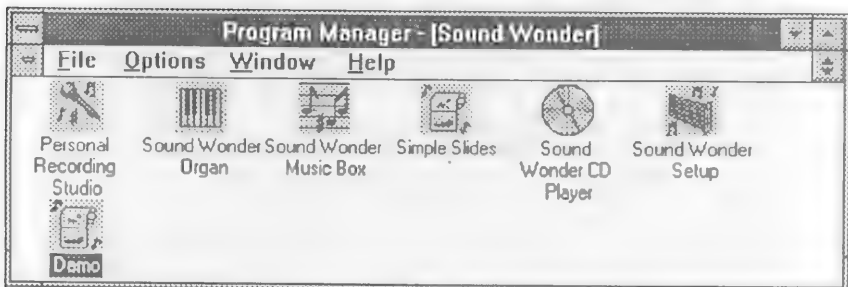
Section 1. Windows Setup

To set up the software under Windows, follow these steps:
1. From Program Manager, select File and then Run from the pull-down menu.
2. At the Command Line:, type in **a:setup** (a: is the drive you have put the Sound Wonder Software disk into).
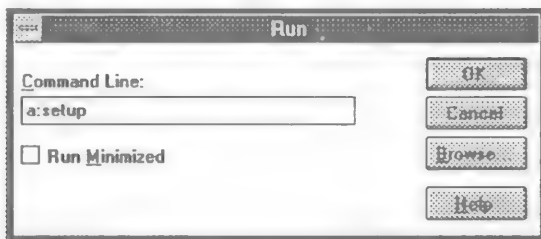
3. Follow the instructions provided in the setup program. The install program may ask for two other Windows disks for software drivers. After the installation, you should see a newly created Sound Wonder Software group box in the Program Manager.
4. After the installation of the Sound Wonder Software, double-chick on the "Sound Wonder Setup" icon in the Sound Wonder Group Box to configure the software.
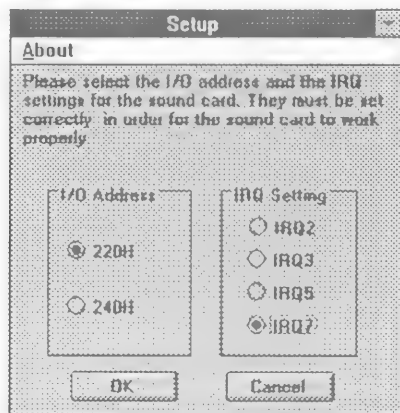
The I/O address and IRQ have to be the same as the hardware settings on the sound card. Make sure there is no other devices in the system using the same address and IRQ. Please refer to the sound card manual for more information on how to set up the I/O address and IRQ.
5. After the installation and setup, please restart Windows to activate the newly installed software drivers.

Section 2. Running the software

There are four applets in this Sound Wonder Software release. They are the Personal Recording Studio, Sound Wonder Music Box, Electronic Organ and Sound Wonder CD Player.

Personal Recording Studio

It is a recording, utility that allows users to record and playback digitized sounds. Different sampling sizes and sampling rates can be set in recording or playback to provide various quality of recording. Some sampling sizes and sampling rates settings will only work if your sound card supports them.
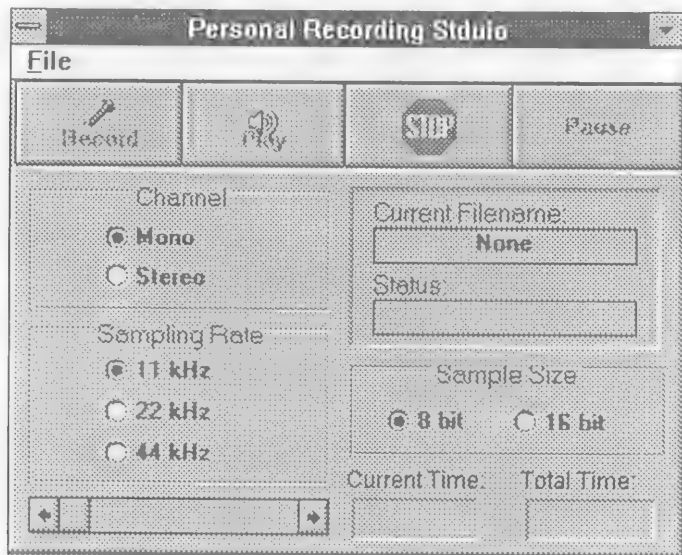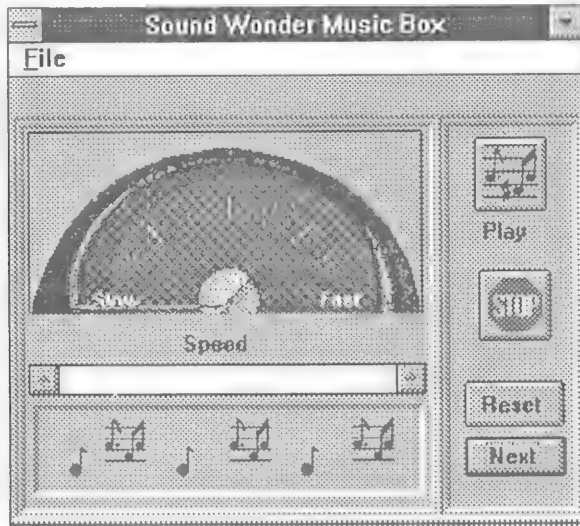

File Menu

New   Record a new sound file. By default, the sampling sizes and sampling rates are set to Mono, 11kHz and 8 bit. Click on the Record button to start recording. Click on the Stop button when done.

Open   Open an existing sound file. Select a file and press the **OK** button. Click on the **Play** button to play the sound file.

Save As   Save the newly recorded sound file. A dialog box appears. Enter the name of the sound file you want to save as and press the **OK** button.

Exit   Exit the Personal Recording Studio program.

MIDI music files can be played using the Sound Wonder Music Box Music tempo can be changed using the scroll bar.

File Menu

Open Open the music file(s) you want to play. A dialog box appears. Click on the file name(s) in the file box and press the **OK** button. Click on the **Play** button The selected music file(s) will be played sequentially. Press the **Stop** button to stop the music, or the **Next** Button to play the next selected music file. **Reset** button will reset the tempo to its original setting.
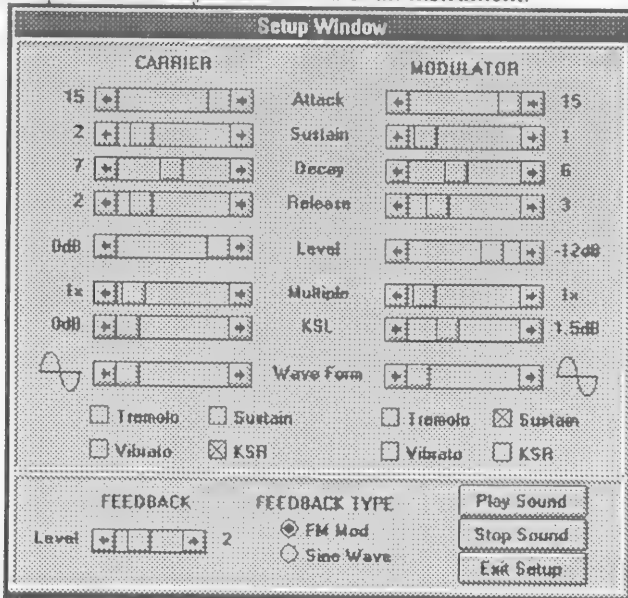
Exit   Exit the Sound Wonder Music Box program.

It is an electronic organ that allows user to play music using eight different instruments, namely:

. Piano   . Violin   . Cello   . Bell
. Harmonica . Gong   . Horn   . Heart Beat
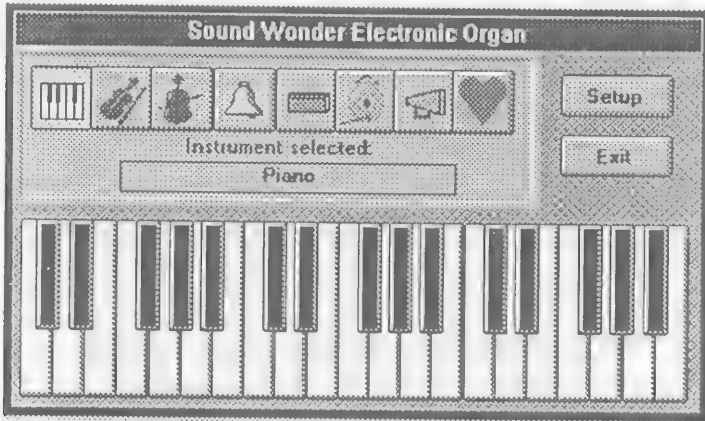
Click on the Setup button to adjust the sound of an instrument.

You do not have to fully understand the settings in order to use the electronic organ. This setup is just to let the users experiment with different settings of the FM synthesizer channels equipped on the sound card. Most sound cards have 11 or more FM synthesizer channels, each channel has two waves associated with it. They are called the carrier and modulator. Each wave has an envelope defined by the Attack rate, Sustain level, Decay rate, and case Rate properties.

Attack rate - determines how fast the volume of a note increases to the total level.

Decay rate - determines how fast, once the maximum volume has been attained, that the volume reduces to the sustain level.

KSR - decrease the length of the envelope as the frequency of the note goes up.

KSL - decrease the total volume of the envelope as the frequency of the note goes up.

For interesting effects, you can try to apply tremolo and vibrato by setting the Multiple scroll bar to 0.5. 1 or, 2 and the other Multiple to 3 or above.

This is a compact disc player for those who have a CD-ROM drive. The Sound Wonder CD Player works similarly to an ordinary CD player in a stereo system. You can select "Play", "Slop", "Skip", "Pause" .. and so on. You can also program the CD Player so that songs are played in the order of your choice.
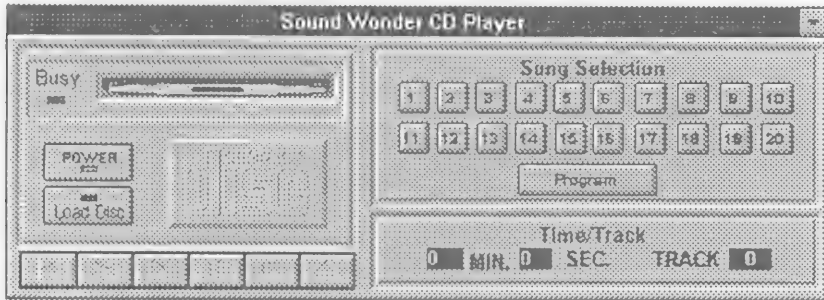
Buttons

Power   off the CD Player (Exit the Sound Wonder CD Player program)
Load Disc   Load a CD to the CD-ROM drive.
Song Numbers   Click on a song number to play that song.
**Program**   To program the order of songs to be played. Click on the **Program** button. A Program window pops up. Click on a series of song number buttons to select your songs. Use the **Random** button to generate a list of random song numbers.
Use the **Clear List** button to clear the selected song numbers in the **Programmed Song List box.**

The Simple Slides allows users to easily integrate pictures, music and speeches into a presentation or slide show, by inserting bitmap pictures and sound files into Clip Users can create and play slide shows with up to forty different picture and sound clips. A sample slide show is provided with the Simple Slides software. Just double-click on the "Demo" icon in the Sound Wonder Group Box to play the sample slide show.
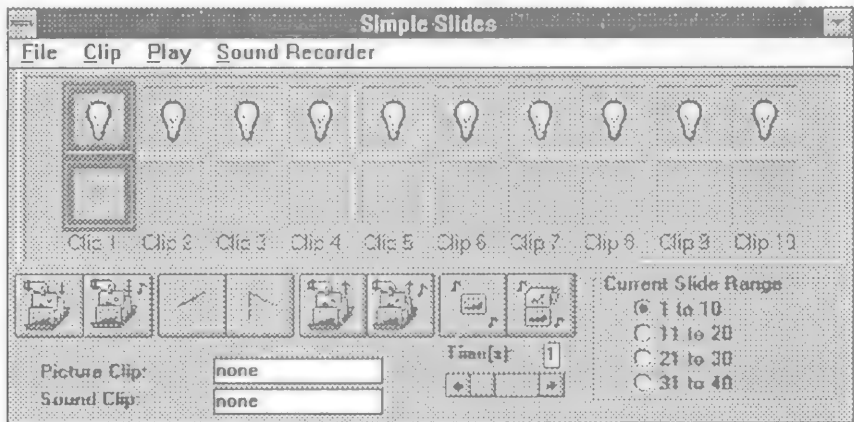
Clip
The slides are arranged in clips. Each clip contains a picture file and a sound file. A light bulb icon and an ear icon indicate if a picture file or a sound file have been inserted to the clip. Clips will be played in the order of clip number. Click on the **Next button** to go to the next clip, or the **Previous button** for the previous clip. To go to another 10 clips, select the appropriate slide range from the **Current Slide Range** box.

Time(s) Scroll Bar
Adjust the scroll bar to set the number of times the slide show is played.

File Menu

New	Create a new slide show.
Open	Open an existing slide show.
Save As	Save a newly created slide show or an existing slide show to file. By default, the extension n of a slide show file is . sld.
Exit	Exit the Simple Slide Program.

Clip Menu

Insert picture Clip — Add a picture to the selected clip. A **Load Picture File** dialog box appears. Select a bitmap picture file and press the **OK** button. The same functionality can be achieved by clicking on the **Insert Picture Clip** button.

Remove Picture Clip — Remove a picture from the selected clip. The same functionality can be achieved by clicking on the **Remove Picture Clip** button.

Insert Sound Clip — Add a sound clip to the selected clip. A **Load Sound File** dialog box appears. Select a sound file and press the **OK** button. The same functionality can be achieved by clicking on the **Insert Sound Clip** button.

Remove Sound Clip — Remove a sound clip from the selected clip. The same functionality can be achieved by clicking on the Remove Sound Clip button.

Play Menu

Current Clip — Play the selected clip once. The picture clip will stay on the screen until the sound clip has finished playing. Click on the picture to go back to the design mode. The same functionality can be achieved by clicking on the **Play Current Clip** button.

All Clips — Play the slide show the number of times defined in the **Time(s) Scroll Bar.** The same functionality can be achieved by clicking on the **Play All Clip** button.

Sound Recorder Menu :

Windows Sound Recorder — Invoke the Windows Sound Recorder Program to create or play sound clips.

Personal Recording Studio — Invoke the Sound Wonder Personal Recording Studio Program to create or play sound clips.

To create a slide show, perform the following steps:
1. Select New from the File Menu. By default, the first 10 empty clips are displayed, with the first clip being selected.
2. To add a picture clip to Clip 1, click on the **Insert Picture Clip** button, select a picture file and press the **OK** button.
3. To add a sound clip to Clip 1, click on the **Insert Sound Clip** button, select a sound file, and press the **OK** button.
4. To go to the next clip, click on the **Next** button, or just simply click on Clip 2. Repeat Step 2 and 3 until all your picture and sound clips are added. To remove unwanted picture and sound clips from the slide show, use the **Remove Picture Clip** and **Remove Sound Clip** buttons respectively. To see the effect of a single clip, click on the **Play Current Clip** button.
Notice that a clip can contain either a picture or sound clip only.

5. Click on the **Play All Clips** button to play the slide show.
6 Adjust the **Time(s) Scroll Bar** to set the number of times the slide show to be played.
7. Choose **Save As** from the File Menu to save the slide show to a file.

8. If you want to create a slide show icon like the "Demo" slide show, perform the following steps:

i. At Program Manager, choose New under the File Menu. A **New Program Object** box appears. Select New Item and press the **OK** button. A **Program Item Properties** box appears.
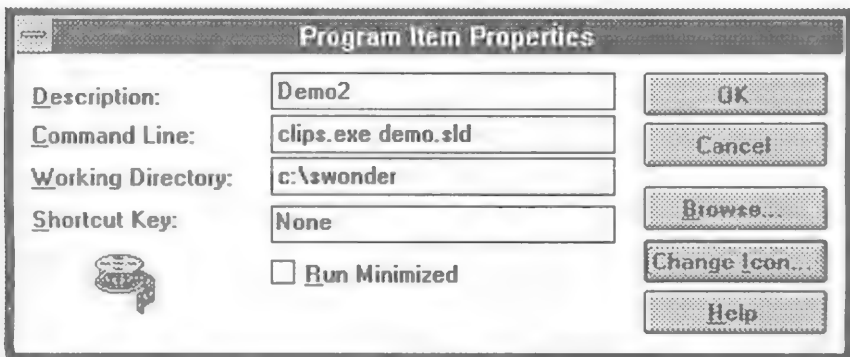
ii. At the Description text box, type in the name of your slide show, which will appear under the icon.

iii. At the Command Line text box, type in "clips.exe filename ", where filename is the file that you have saved the slide show to in step 7. If filename resides in a different directory from the directory where clips.exe resides, specify y the path in filename as well.

iv. At the Working Directory text box type in the path where the Simple Slides program is installed to. Usually, it is in c:\swonder.

v. Press the **Change Icon** button to select your own icon for the slide show. Please refer to the Windows Menu for further details.

The Sound Wonder Screen Saver is a three style screen saver which can either be a Random Line Draw, a Floating Caption (Sound Wonder), or a Blank Screen screen saver, with the capability to play MIDI or WAVE files when the screen saver is activated. Like other screen savers provided; by MS-Windows, the Sound Wonder Screen Saver can be accessed from Control Panel | Desktop to configure its setup. Moreover, a Sound Wonder Wallpaper is provided.

To active the Sound Wonder Screen Saver or Wallpaper, perform the following steps:

1. At Program Manager, double click on the Control Panel icon. A **Control Panel** dialog box appears.
2. Double click on the Desktop icon. A **Desktop** dialog box appears.
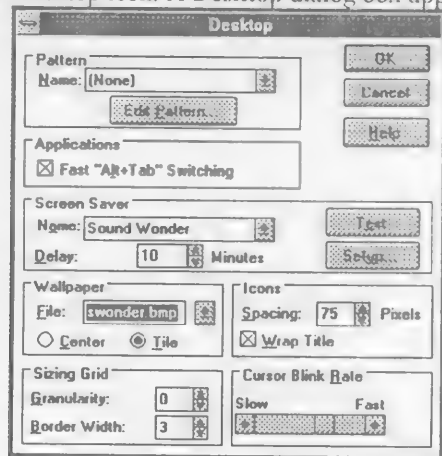
3. To use Sound Wonder **Screen Saver**, at the Screen Saver Name combo box, select Sound Wonder. To use Sound Wonder Wallpaper, at the **Wallpaper File** combo box select swonder.bmp.

4. To configure the Sound Wonder Screen Saver, click on the **Setup**... button. A **Sound Wonder Screen Saver** dialog box appears.
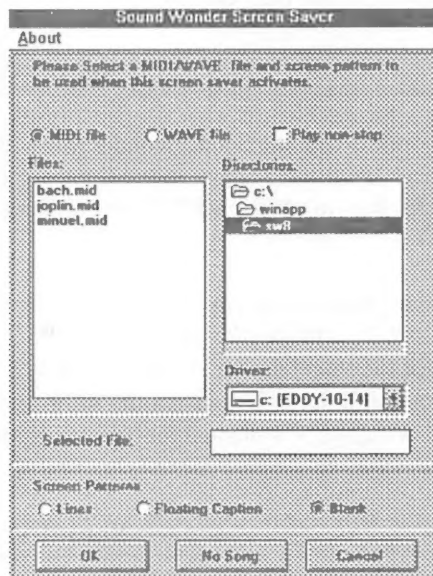
5. At the Screen Patterns option, select either Lines, Floating Caption or Blank to choose a screen saver style.

6. If sound is to be played when the screen saver activates, go to Step 7. Otherwise, press the **No Song** button and the setup is done.

7. Select either the MIDI file or the WAVE file option to specify the sound file type.

8. Select a sound file from the Files List box.

9. If the sound file is to be **Played non-stop**, check on the Play Non-Stop check box, and press the **OK** button.

10. Press the **OK** button of the Desktop dialog box.

Section 3.Troubleshooting:

Installation

1. If you have previously installed a sound card in the system, you MUST remove all existing sound drivers before running the setup program.

2. If the software does not work after you re-installed, remove the Adlib and Sound Blaster drivers and then re-install the software.
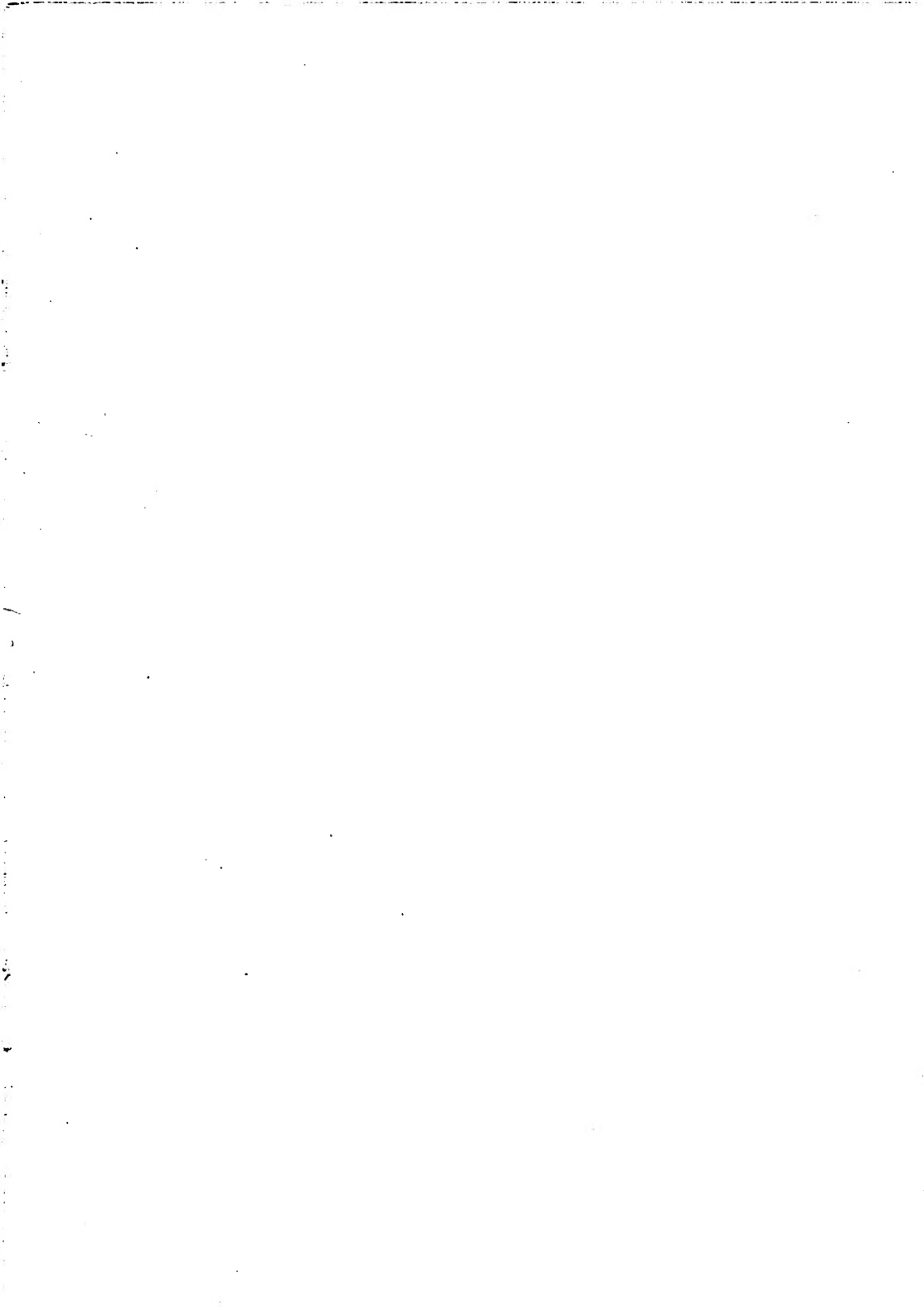
Sound Wonder Music Box

1. If everything seem to work except the Sound Wonder Music Box is giving incorrect music or no music, check the MIDI Mapper in the Control Panel. Please refer to Windows 3.1 manual for how to use the MIDI Mapper. (some MIDI songs require a different map settings)

2. If an error message saying that you do not have MIDI device installed when using the Sound Wonder Music Box, make sure you have run the Setup to configure the I/O address and IRQ for the sound drivers. Do not forget to restart Windows. If problem still exists, you might have to re install the Adlib and Sound Blaster Sound Driver. Please refer to Windows 3. 1 manual for how to install sound drivers in Control Panel.

Sound Wonder CD Player:

When running the CD Player, the CD does now eject after the eject button is pressed. Some CD-ROM drives do not support automatic eject, you would have to manually take the CD out.
The best way is not to use the automatic elect button. If you want to change CD, just change the CD manually. After the CD is loaded press the Load Disc button.

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